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S38	24	reversible with (sub$1band near3 (cod$3 compress$3))	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/01/09 14:15
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S32	11	(approximat$3 and (linear adj1 transform$5) and (re$1arrang$4 permut$5 negat$3 (linear with integer with (invert$7 reproduc$7)))).clm.	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/11/29 10:36
S33	1	(approximat$3 same (linear adj1 transform$5) same (re$1arrang$4 permut$5 negat$3 (linear with integer with (invert$7 reproduc$7)))).clm.	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/11/29 10:35

S30	347	approximat$3 same (linear adj1 transform$5)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/11/29 10:25
S4	62	approximat$3 near3 (linear adj1 transform$5)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/11/29 10:25
S29	69	approximat$3 near3 (linear adj1 transform$5)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/11/29 10:24
S28	3766	345/644;358/518-520;704/203,269;708/400-410.ccls.	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/11/29 10:24
S26	4887	(S24 S25) and @ad<="20011203"	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/11/29 10:23
S27	13	S26 and (approximat$3 with (linear adj1 transform$5))	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/05/11 11:45
S10	147	approximat$3 with (linear adj1 transform$5)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/05/11 11:45

Terms used **reversible wavelet transform**

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1 Session 4: video processing and transformation: Tile boundary artifact reduction algorithms for tile size conversion of wavelet image

Masayuki HASHIMOTO, Kenji MATSUO, Atsushi KOIKE, Yasuyuki NAKAJIMA

December 2002 **Proceedings of the tenth ACM international conference on Multimedia**

Publisher: ACM Press

Full text available: pdf(309.48 KB) Additional Information: full citation, abstract, references

This paper proposes the tile size conversion method for the wavelet image transcoding gateway and a set of methods to reduce the tile boundary artifacts caused by the conversion.In the wavelet image coding system represented by JPEG2000, pictures are usually divided into one or more tiles and each tile then transformed separately. On low memory terminals such as mobile terminals, some decoders are likely to have limits on what tile sizes they can decode. Assuming a system using these limited dec ...

2 Algorithm 735; Wavelet transform algorithms for finite-duration discrete-time signals

Carl Taswell, Kevin C. McGill

September 1994 **ACM Transactions on Mathematical Software (TOMS)**, Volume 20 Issue 3

Publisher: ACM Press

Full text available: pdf(793.46 KB) Additional Information: full citation, references, citings, index terms

Keywords: multiresolution analysis, signal processing, waveform analysis, wavelet transform, wavelets

3 VLSI architecture for lossless compression of medical images using the discrete wavelet transform

I. Urriza, J. I. Artigas, J. I. García, L. A. Barragán, D. Navarro

February 1998 **Proceedings of the conference on Design, automation and test in Europe**

Publisher: IEEE Computer Society

Full text available: pdf(58.57 KB) Publisher Site Additional Information: full citation, abstract, references, index terms

This paper presents a VLSI Architecture to implement the forward and inverse 2-D Discrete Wavelet Transform (FDWT/IDWT), to compress medical images for storage and retrieval. Lossless compression is usually required in the medical image field. The word length required for lossless compression makes too expensive the area cost of the architectures that appear in the literature. Thus, there is a clear need for designing an architecture to implement the lossless compression of medical images using ...

Keywords: Medical Image compression, VLSI architectures, DWT

4 Model Simplification: Biorthogonal wavelets for subdivision volumes

Martin Bertram

June 2002 **Proceedings of the seventh ACM symposium on Solid modeling and applications**

Publisher: ACM Press

Full text available: pdf(4.33 MB) Additional Information: full citation, abstract, references, index terms

We present a biorthogonal wavelet construction based on Catmull-Clark-style subdivision volumes. Our wavelet transform is the three-dimensional extension of a previously developed construction of subdivision-surface wavelets that was used for multiresolution modeling of large-scale isosurfaces. Subdivision surfaces provide a flexible modeling tool for surfaces of arbitrary topology and for functions defined thereon. Wavelet representations add the ability to compactly represent large-scale geome ...

Keywords: arbitrary topology, b-spline wavelets, geometry compression, hierarchical b-splines, multiresolution modeling, subdivision surfaces, subdivision volumes

5 Implementation of a scalable MPEG-4 wavelet-based visual texture compression system

L. Nachtergaele, B. Vanhoof, M. Peón, G. Lafruit, J. Bormans, I. Bolsens

June 1999 **Proceedings of the 36th ACM/IEEE conference on Design automation**

Publisher: ACM Press

Full text available: pdf(97.90 KB) Additional Information: full citation, references, citings, index terms

6 Hardware: A hardware architecture for multi-resolution volume rendering

G. Wetekam, D. Staneker, U. Kanus, M. Wand

July 2005 **Proceedings of the ACM SIGGRAPH/EUROGRAPHICS conference on Graphics hardware HWWS '05**

Publisher: ACM Press

Full text available: pdf(478.46 KB) Additional Information: full citation, abstract, references, index terms

In this paper we propose a hardware accelerated ray-casting architecture for multi-resolution volumetric datasets. The architecture is targeted at rendering very large datasets with limited voxel memory resources for both cases where the working set of a frame does or does not fit into the voxel memory. We describe the multi-resolution model used to